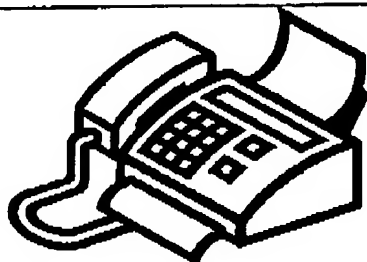


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A facsimile from

Application # 10/691,138

Alireza Pirouzkhah, et al

To: Examiner Dolores R. Collins and
Supervisor Eugene Kim
Fax number: (571) 273 - 8300

Date: 12/19/2005

Regarding: Interview

Comments: Please call this number (323) 722 9025 on Thursday, December 22,
at 1:00 p.m. your time; 10 a.m. our time. Thank you.

6 pages total

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December 19, 2005

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COMMISSIONER FOR PATENTS

Attention: Supervisor Eugene Kim and Examiner Dolores R. Collins

Re: Interview for Patent application 10/691,138

Mr. Kim and Ms. Collins,

Once the election of Species I without traverse was submitted, the claims 5-7, 9-20, 43-44 and 46 were withdrawn from prosecution for failing to correspond to the elected Species. We believe it was at this point that the interpretation or misinterpretation of our invention occurred. The cards as illustrated in figure 5, an alternate species, have nothing to do with claims 5-7, 9-20, 43-44 and 46, in so far as they are not necessarily the same cards as illustrated in Figure 5.

The cards in those claims stated above are a vital part of the invention we are trying to patent. I spoke to Ms Collins about my concerns regarding the withdrawal of those claims and that it drastically changes the invention we intended to patent. At the time we spoke, we were also under a deadline to answer the second Office Action Summary which we hoped would result in an allowance and we could therefore amend the reply to include the withdrawn claims.

We then received another Office Action Summary that certain claims are objected to as being improper in form. As well as, other claims were rejected because they are in conflict with White, an already published patent.

Patents are supposed to be easy enough for average citizens to apply for and process. However, the response to the first Office Action Summary was completed by a patent attorney, a very expensive patent attorney, who apparently could not answer the action summary satisfactorily. He did say that the examiners did not understand the invention.

So here we are. I have enclosed a copy of the actual game we submitted to our patent lawyer who wrote the patent for application 10/691,138. If it's just a matter of wording, we would be glad to pay any additional fee to the PTO to rectify this problem. We also know that we have to get divisional patents for the other species, which we will do, as soon as we get this problem resolved.

We do not believe we are in conflict with White, as his invention does not mention cards and relies on the outcome or result of thrown dice. It also says his invention can be played on preexisting layouts (craps), we can play on a generic table as well, but we play with a specialized table as illustrated in Figure 7. Unlike a generic table, our game can include the odds or possibilities created by a suit of the card determined by the variable point indicator.

When we elected Species I, Figure 7 was included in that selection. If you look at Figure 7 you will see that the table layout the invention plays on is a specialized table layout with designated cards and therefore should not have excluded the claims stated above.

I hope this helps you to understand what our invention is. We look forward to talking with you directly on Thursday, December 22. And we appreciate any help you can give us.

Please call us at 323 722 – 9026 on Thursday, 1pm your time, 10 am our time.
This phone number is my home phone. The other number 323 533 – 8203 is my cell
phone which you can call me on if you require any more information.
Again, we appreciate your time and assistance.

Regards,
Alireza Pirouzkhah and Susan L. Melendez

California DICE

California DICE INSTRUCTIONS

EQUIPMENT: Two Special Dice*, four 36-card decks*, and layout.

PLAYERS: Any number can play, the Player throwing the dice randomly selecting a card deck is called the SHOOTER. The dice are passed around the circle of players to the left.

THE GAME: The shooter throws the dice that selects the deck that draws the number. The number is the first card off the selected deck. If the number is 7 or 11(Ace) it is called a NATURAL and he wins the bet. If the number is 2, 3, or 12(King) it is called CRAPS and he loses his bet. If the Shooter draws a 4, 5, 6, 8, 9, or 10, it becomes the Shooter's point and the Shooter continues throwing the dice randomly selecting a card deck. The shooter wins if his point appears again before he draws a 7 but he will lose if a 7 appears first.

BETS:

- a) **Pass Line:** Described Above.
- b) **Don't Pass Line:** Reversal of Pass Line-Shooter loses if 7 or 11(A) on first draw; wins on 2 or 3; on 12(K) nobody wins. Other players are betting that Shooter is going to lose, that Shooter will draw 7 before he draws his point.
- c) **Come Bet:** Any number that is drawn after initial point is called the "Come Point." You win if the come point is made before a 7 is drawn.
- d) **Don't Come:** Lose on a natural 7 or 11(A), win on CRAPS 2 or 3, standoff on 12(K). Also lose if Come Point is made before a 7 is drawn.
- e) **Odds:** Once Shooter establishes a point or a come point you can take the Odds and win additional money, if the point or come point is made before a 7 is drawn. Numbers 10 and 4 pay 2 to 1, numbers 5, 7, 9 pay 3 to 2, numbers 8 and 6 pay 6 to 5. When you bet on Don't Come the Odds on these numbers are the same.
- f) **Place Bets:** Once a point is made by the Shooter you can make a place Bet on number 4, 5, 6, 8, 9, and 10. Win if any of these numbers are drawn before a 7. Numbers 4 and 10 pays 9 to 5, numbers 5 and 9 pays 7 to 5 and numbers 8 and 6 pays 7 to 6.
- g) **Field Bets:** One draw bet. Win even money on 3, 4, 9, 10 or 11(A), 2 to 1 money on 2 or 12(K). Lose on 5, 6, 7 or 8.
- h) **Big 6 or 8:** Players win even money if Shooter draws a 6 or 8 before a 7.
- i) **Proposition Bets:** These are bets on the first draw. A bet on 2, 3, or 12(K) pays 8 to 1; number 7 pays 5 to 1, 11(A) pays 15 to 1. A bet on the hard numbers(any diamond) pay according to stated odds so long as the hard number is drawn before a 7.

* Special dice numbers are never used as a number for game play. The function of the dice is to randomly select which of the three decks will draw the point for game play.
U.S.Patent No. 5,676,375.

California DICE patent pending. Copyright 2003 DIBOUZ

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California DICE

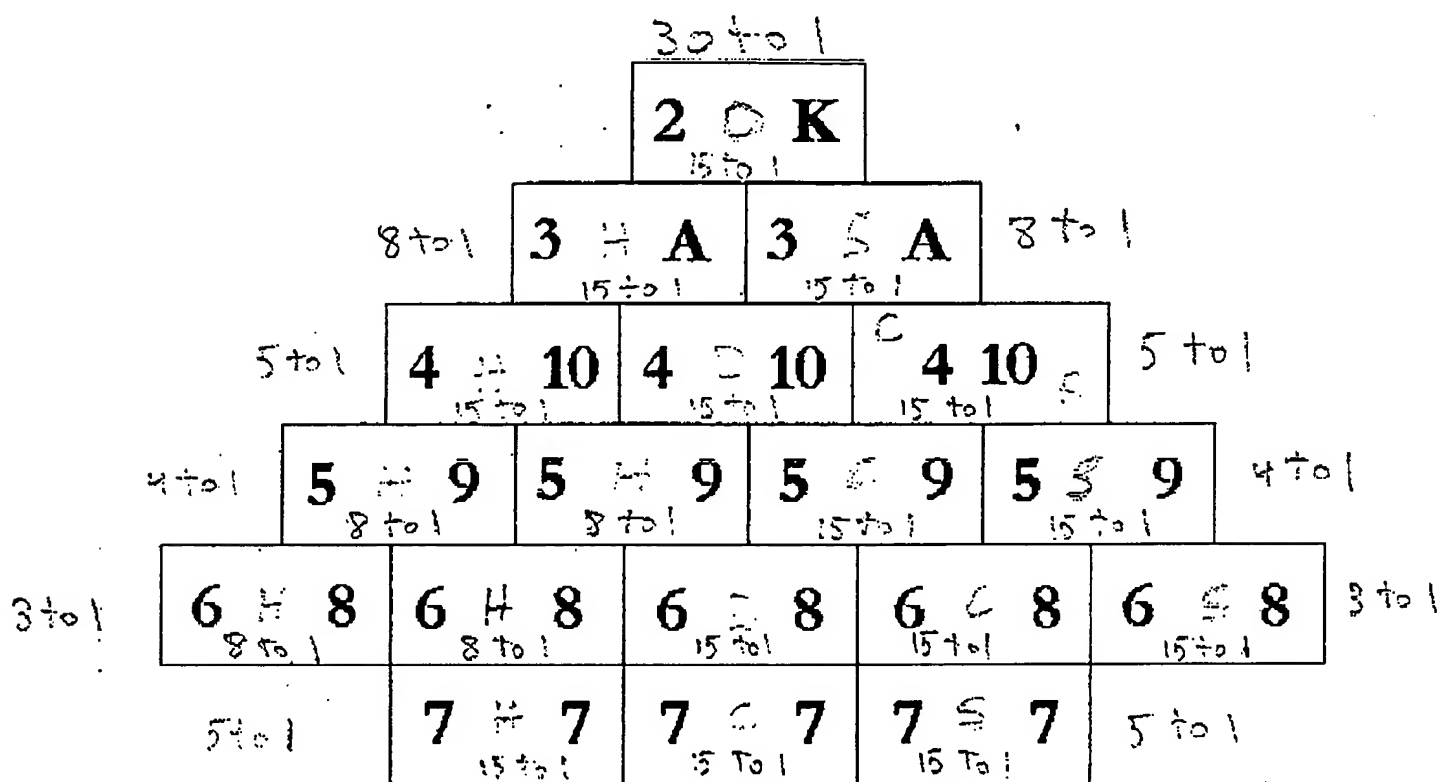
CARD	Quantity per Card	Description per Suite
2	one	1-diamond
3	two	1-heart, 1-spade
4	three	1-diamond, 1-club, 1-heart
5	four	2-hearts, 1-spade, 1-club
6	five	2-hearts, 1-diamond, 1-spade, 1-club
7	six	2-hearts, 2-clubs, 2-spades
8	five	2-hearts, 1-diamond, 1-club, 1-spade
9	four	2-hearts, 1-spade, 1-club
10	three	1-diamond, 1-heart, 1-spade
Ace	two	1-heart, 1-spade
Face	one	1-diamond

36 total cards per deck. Three shuffled decks of cards are used on the table for play. A separate deck of cards in a shuffler is used to exchange with the played deck. A total of four decks of cards per table.

This method allows all the possible points on a roll of a standard pair of dice to be represented in a deck of cards, and randomly selected by a roll of special dice. The first card, from the randomly selected deck, is the point for game play. The played deck will be exchanged with the deck in the shuffler before the next roll.

Card Values: Face Cards 12
 Aces 11
 All other cards are face value.
 Any diamond is hard way.

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14/36	6/36	7/36	9/36
H	D	C	S
2 to 1	5 to 1	4 to 1	3 to 1

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